

What is claimed is:

1. A gaming machine comprising: a display part for displaying a state of a game; and a game control means for controlling the state of the game in accordance with information input by a plurality of players; wherein the plurality of players include at least one real player and at least one virtual player who is not a real player and the players play the game against each other, the gaming machine comprising:

a responding image data storage means for storing image data to be displayed selectively on said display part as an image of the virtual player on a predetermined occasion of the game being played on the gaming machine, the image data comprising a plurality of response image data of each virtual player;

wherein said game control means has the virtual player participate in the game being played on the gaming machine so that the response image data stored in said image data storage means is displayed on said display part at a predetermined timing depending on a state of the game being played on the gaming machine.

2. The gaming machine according to claim 1, wherein the predetermined timing comprises a timing at which a change is about to occur, a change is occurring, or a change has occurred in the game state with at least one player among the plurality of players playing the game with the gaming machine.

3. A gaming machine comprising: a display part for displaying a state of a game; and a game control means for controlling the state of the game in accordance with information input by a plurality of players; wherein the plurality of players include at least one real player and at least one virtual player who is

not a real player and the players play the game against each other,
the gaming machine comprising:

an image taking means for taking an image of the real player,
said image taking means being installed in the gaming machine;

5 an image data storage means for storing a plurality of image
data that are displayed on said display part as images of the virtual
player and the real player;

a response image data storage means for storing response
image data of each virtual player in relation to the state of the
10 game, the image data being displayed as an image on said display
part at a predetermined state of the game played with the gaming
machine;

a detection means for detecting player insufficiency in
playing the game with the gaming machine; and

15 a virtual player selection means for selecting the virtual
player according to a detection result by said detection means;

wherein said game control means has the virtual player
participate in the game being played with the gaming machine, the
virtual player being selected by said virtual player selection
20 means according to the detection result by said detection means;
and

wherein said game control means causes said display part
to show an image of the real player being taken at a predetermined
timing by said image taking means, and/or the response image data
25 being stored by said response image data storage means according
to the state of the game being played with the gaming machine.

4. The gaming machine according to claim 2, wherein the
predetermined timing comprises a timing at which a change is about

to occur, a change is occurring, or a change has occurred in the game state with at least one player among the plurality of players playing the game with the gaming machine.

5 5. The gaming machine according to claim 1, wherein each
virtual player is set to have each predetermined personality such
that a first virtual player shows a first response image
corresponding to a first expression, which differs from a second
expression corresponding to a second response image by a second
virtual player on at least one state of the game or a change of
10 the state of the game.

6. The gaming machine according to claim 2, wherein each
virtual player is set to have each predetermined personality such
that a first virtual player shows a first response image
corresponding to a first expression, which differs from a second
15 expression corresponding to a second response image by a second
virtual player on at least one state of the game or a change of
the state of the game.

7. The gaming machine according to claim 3, wherein each
virtual player is set to have each predetermined personality such
20 that a first virtual player shows a first response image
corresponding to a first expression, which differs from a second
expression corresponding to a second response image by a second
virtual player on at least one state of the game or a change of
the state of the game.

25 8. The gaming machine according to claim 4, wherein each
virtual player is set to have each predetermined personality such
that a first virtual player shows a first response image
corresponding to a first expression, which differs from a second

expression corresponding to a second response image by a second virtual player on at least one state of the game or a change of the state of the game.

9. A server controlling gaming machines via a communication line, wherein each gaming machine comprises: a display part for displaying a state of a game; a game control means for controlling the state of the game in accordance with information input by a real player, and an image taking means for taking an image of the real player; and wherein a plurality of players including at least one virtual player who is not a real player play the game against each other, the sever comprising:

an image data storage means for storing image data to be displayed on said display part as an image of the virtual player or the real player;

15 a response image data storage means for storing response image data of each virtual player in relation to the state of the game, the image data being displayed as an image on said display part at a predetermined state of the game played with the gaming machine;

20 a detection means for detecting player insufficiency in playing the game with the gaming machine; and

a virtual player selection means for selecting the virtual player according to a detection result by said detection means;

25 wherein said game control means has the virtual player participate in the game being played with the gaming machine, the virtual player being selected by said virtual player selection means according to the detection result by said detection means; and

wherein said game control means causes said display part to show an image of the real player being taken at a predetermined timing by said image taking means, and/or the response image data being stored by said response image data storage means according to the state of the game being played with the gaming machine.

10. A program being executed with a gaming machine comprising: a display part for displaying a state of a game; a game control means for controlling the state of the game in accordance with information input by a real player; and an image taking means for taking an image of the real player; wherein a plurality of players include at least one virtual player who is not a real player play the game against each other, the gaming machine further comprising: an image data storage means for storing a plurality of image data to be displayed on said display part as an image of the virtual player or the real player; a response image data storage means for storing response image data of each virtual player in relation to the state of the game, the image data being displayed as an image on said display part at a predetermined state of the game played with the gaming machine; the program comprising:

detecting player insufficiency in playing the game with the gaming machine;

causing a virtual player to participate in the game being played with the gaming machine, the virtual player being selected according to a detection result by said detection means; and

displaying on said display part an image of the real player being taken at a predetermined timing by said image taking means and/or the response image data being stored by said response image

data storage means according to the state of the game being played with the gaming machine.